

---

**VAULT DWELLER'S SURVIVAL GUIDE**  
**VDSG PRE VTB-003-101 POCKET REFERENCE EDITION**



**WASHINGTON, DC © 2077 VAULT-TEC INDUSTRIES**  
**ISSUED BY VAULT-TEC DOCUMENTATION DEPARTMENT**

All visual representations and projections have been developed through the use of Science.



# SO... YOU'RE THINKING ABOUT GOING ABOVEGROUND

## AS RESPONSIBLE AMERICAN CITIZENS, WE IMPORE YOU TO REMAIN UNDERGROUND

in the safety of your vault until the all-clear signal is given. There's no need to be impatient.

The authorities will contact your Overseer the moment it is safe to return to the surface.

On the other hand – and this is the important part – should you leave the vault, there is a slim chance of your survival. Beyond one-half mile away from the vault, only one in ten will survive.

The others will die a frightening, unspeakable death.

If you still feel it necessary to venture out of the cocoon of safety provided to you by Vault-Tec, make sure you have completely read the following material. After several readings, we are confident you will understand why staying underground is the best option.



## A NOTE ABOUT THE FOLLOWING INFORMATION

These scenarios were developed through scientific projections obtained from roughly 2,000,000 documented tests using the SimTek 5000, Vault-Tec Science Service's most advanced post-nuclear simulation.

The Vault-Tec Documentation Department has used the most likely projections as the basis for this guide. As this information was gleaned through simulation, we cannot guarantee 100% accuracy. It is possible that things aboveground will be worse. For this reason, we must remind and implore you that your only real safety lies in a comfortable and sensible life underground.



*Projections obtained through documented tests.*



SECTION 1

# GETTING ACCLIMATED

## INITIAL KNOW-HOW FOR WASTELAND SURVIVAL

---

TOPICS COVERED

METHOD FOR ADJUSTMENT

ADAPTING TO THE OUTSIDE WORLD

WATCH YOUR STEP

THE ELEMENTS

PANIC

RADIATION



YDSG PRE VTB-003-101

## SECTION 1

---

- 1.1 METHOD FOR ADJUSTMENT
- 1.2 ADAPTING TO THE OUTSIDE WORLD
- 1.3 WATCH YOUR STEP
- 1.4 THE ELEMENTS
- 1.5 PANIC
- 1.6 RADIATION

VDSG PRE VTB-003-101- SECTION 1.1

## METHOD FOR ADJUSTMENT

---

THE FOLLOWING SYSTEM IS AN EASY AND FUN WAY TO ENSURE YOU ADJUST QUICKLY TO LIFE IN THE WASTELAND:

- T**RUST IN YOURSELF
- I**NITIAL DISCOMFORT IS NORMAL
- M**AKE A PLAN
- E**NJOY WHAT YOU ARE DOING

A VAULT-TEC



PUBLICATION

- P**ARTNER WITH FRIENDLY LOCALS
- A**CTIONS SPEAK LOUDER THAN WORDS
- T**REAT WOUNDS IMMEDIATELY
- I**NTUITION IS YOUR GREATEST ASSET
- E**MBRACE CHALLENGES
- N**OTICE YOUR SURROUNDINGS
- C**OMBAT FEAR AND LONELINESS
- E**XERCISE CAUTION ALWAYS

№ 1

**HELPFUL HINT**  
*from Vault Boy!*



**TROUBLE ADAPTING?**  
**REMEMBER:**  
**T.I.M.E. & P.A.T.I.E.N.C.E.**

# ADAPTING TO THE OUTSIDE WORLD

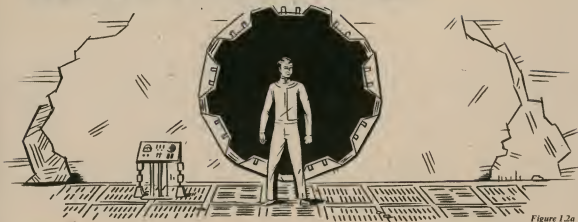


Figure 1.2a

## YOU'VE LEFT THE SAFETY AND COMFORT OF THE VAULT. WHAT NOW?

The moment you exit the vault, you will notice a piercing bright light. Like a creature of the night, your eyes are not accustomed to the bare sun. Make sure to shield the retinas with tinted goggles.





Figure 1.2b



Figure 1.2c

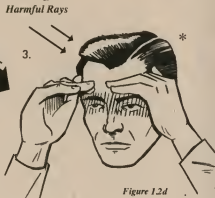


Figure 1.2d

### IF PROTECTIVE EYEWEAR IS UNAVAILABLE,

press your index fingers and thumbs together and place your hands over your eyebrows in an open and horizontal fashion, thus shielding yourself from the most harmful rays.

*\* Note that this is not an ideal form of eye protection and may not allay the threat of blindness.*

# WATCH YOUR STEP

*Figure 1.3a*

## THE WORLD YOU MAY REMEMBER HEARING ABOUT

will be rendered unrecognizable. All that will remain of that more tranquil time will be decaying ruins and fallen landmarks. Negotiate this world with care, as the exposed rebar and damaged stairways of unstable buildings may lead to grievous pain. If you suffer an injury, but can dust yourself off and walk away, consider the experience a lesson learned.

# THE CAPITAL ★ WASTELAND

VAULT 101 ENTRANCE

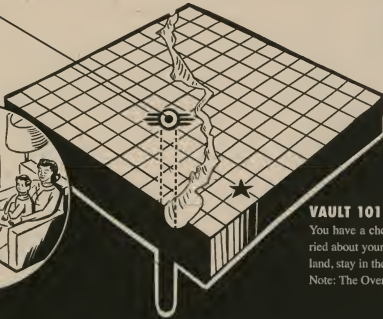


Unsafe Zone



Safe Zone

Figure 1.3b



## VAULT 101

You have a choice. If you are worried about your safety in the Wasteland, stay in the vault. No problem! Note: The Overseer's word is law.

No 2

## HELPFUL HINT *from Vault Boy!*



**KEEP GOING.  
YOU CAN DO IT!**

VO5G PRE VTB-003-101- SECTION 1.4

## THE ELEMENTS



*Figure 1.4a*

### WHILE MEN OF SCIENCE DIVERGE

on the catastrophe's scale, all agree that a nuclear incident will leave the surface a shattered, intolerable, and dangerous place. To be more specific, the cracked earth and terrific heat alone may kill you. If you survive the scorching thirst and blistering skin, you should begin to acclimate within several months.

# PANIC

*Figure 1.5a*

## **ROUGHLY ONE IN ONE HUNDRED TEST SUBJECTS HAS BEEN FOUND TO STAY CALM**

in the face of gnawing fear. The very nature of living aboveground after a widespread nuclear event will create anxiety. It helps to focus on the moment at hand, asking yourself what you can do right now. Do not wander into daydreams of the past or worries about the future.

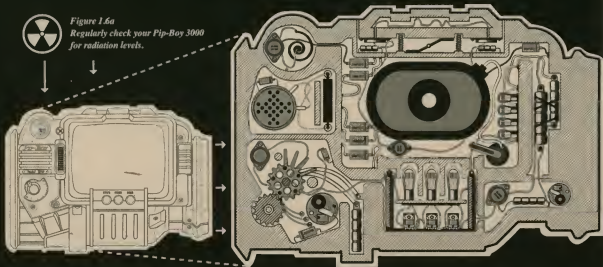
If panic does set in, admit that you are panicking. Have something close at hand that will calm your senses: a soft blanket, a child's toy, even a favorite rock. Anything to get you out of your thoughts.

INTRODUCING THE PIP-BOY 3000

# RADIATION



*Figure 1.6a*  
*Regularly check your Pip-Boy 3000*  
*for radiation levels.*



# RADIATION



Figure 1.6b

## BEWARE THE SILENT KILLER

While some harmful radiation should have dissipated years ago, lingering radiation will remain. Ceaseless radioactive bombardment attacks your body without warning until it's too late and you begin to suffer the debilitating effects of its poisoning. This will be a real threat to your survival. Use your Pip-Boy 3000 to monitor radiation levels.





SECTION 2

# GETTING INTEGRATED

## ADJUSTING TO LIFE ABOVEGROUND

---

TOPICS COVERED

BLENDING IN

FINDING FRIENDS

HOSTILE MUTATED CREATURES



VDSG PRE VTB-003-101

## SECTION 2

---

2.1 BLENDING IN

2.2 FINDING FRIENDS

2.3 HOSTILE MUTATED CREATURES

---

A VAULT-TEC



PUBLICATION

VOSG PRE VTB-003-101- SECTION 2.1

## BLENDING IN



*Figure 2.1a*

### IDEALLY, YOU WANT TO FEEL AT HOME IN THE WASTELAND

Learn to mimic the people around you. Do what you see. This will put them at ease about interacting with a stranger. But – and this is crucial – do not lose your head. Blending in does not mean undermining your ethics. Say no to disagreeable situations. Trust your instincts.

# FINDING FRIENDS

## YOUR NEIGHBORS WILL BE AN ACQUIRED TASTE

Simulations show drastic changes will occur in the human psyche due to the constant anxiety of daily survival. You will find neighbors whose very existence seems a sheer nightmare. But remember, while those aboveground will be seasoned by the horrors of the Wasteland, they are people just like you. Give them no reason to be hostile, and they will remain amicable.

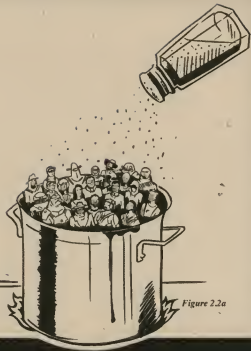


Figure 2.2a



Figure 2.2b

*You are like a pebble thrown into a pond.*

## SECURE YOUR PLACE IN WASTELAND SOCIETY

As a stranger, every person you meet will cause a ripple throughout the social structure. The way others perceive you and the way you perceive them will open and close the doors of possibility. In many cases, your survival will depend on friendships. Be sure to help as many people as possible. Only turn away those who pose an immediate and obvious threat to your personal safety. Remember – you are your actions.

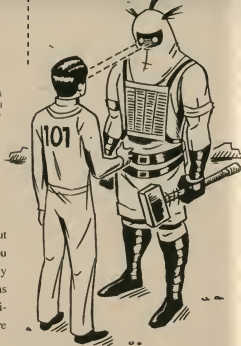


Figure 2.2c

*Make eye contact when talking to others.*

# PROJECTIONS SHOW A HIGH LIKELIHOOD OF FOUR MAIN CULTURES

## 01. MERCENARIES

Everyone is available for a price. With some negotiation, these armed men will do anyone's bidding.

## 02. MILITARY FRATERNITIES

A product of the military industrial complex, these brotherhoods will use honor and technology as commodities.

## 03. ROVING GANGS

Unlike the hoodlums in the vault, these opportunists will use whatever and whomever they need to continue the prosperity of their kind.

## 04. SURVIVOR COMMUNITIES

The remnants of society before the nuclear event, these will be secured communities with social structures and a distribution of labor.



No 3

## HELPFUL HINT *from Vault Boy!*



**DON'T DISTURB THE  
IRRADIATED ANIMALS.**

VOSG PRE VTB-003-101- SECTION 2.3

# HOSTILE MUTATED CREATURES

## ANIMAL SPECIES WILL HAVE CHANGED

It is certain that many factors, including radiation, environmental changes, and possible exposure to quarantined viruses will play a role in the new face of wildlife in the Wasteland. In succumbing to these factors, many animals will develop physical, mental, and emotional changes. So will humans.

Until you become familiar with your surroundings, do not attempt to approach hostile mutated creatures. Move slowly so as not to portray yourself as a threat. And, whenever possible, avoid conflict.

As your familiarity advances, you will sense danger in an instant. Through experience, you will learn the best defensive and preventative measures for each creature.

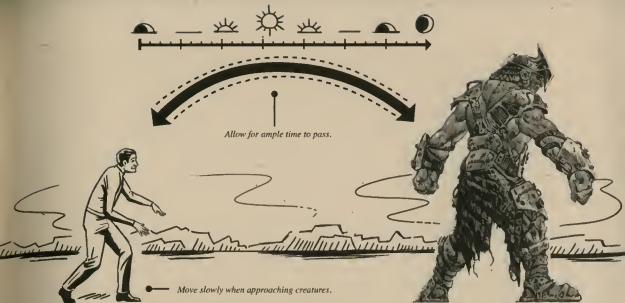


Figure 2.3a

30ft

Figure 2.3b

Projected scale of creatures may not reflect actual size.

25ft

20ft

15ft

10ft

5ft



MOLE RAT



GIANT ANT



YAO GUAI



CENTAUR



YOU



NUKA-COLA MACHINE



BLOATFLY



FERAL GHOUL



DEATHCLAW



MIRELURK KING



SUPER MUTANT



SUPER MUTANT BEHEMOTH

30ft

9ft

11ft

6.5ft

8ft





SECTION 3

# ADVANCED UNDERSTANDING

## FURTHER INTO THE WASTELAND

---

### TOPICS COVERED

---

ASSESSING THE SITUATION  
THE UNAPPETIZING TRUTH  
DON'T LEARN THE HARD WAY  
REGULAR CHECKUPS  
MIND YOUR MECHANICS



VDSG PRE VTB-003-101

## SECTION 3

- 3.1 ASSESSING THE SITUATION
- 3.2 THE UNAPPETIZING TRUTH
- 3.3 DON'T LEARN THE HARD WAY
- 3.4 REGULAR CHECKUPS
- 3.5 MIND YOUR MECHANICS

VDSG PRE VTR-003-101 - SECTION 3.1

## ASSESSING THE SITUATION

### USE THE RIGHT TOOL FOR THE JOB

Once you are able to see this harsh and violent world without attachment and anxiety, you will have the opportunity to fine-tune your skills. Without fixating on your enemy's terrifying intentions, combine armaments and strategy. Some situations might call for a laser rifle, while others just a simple metal pipe.

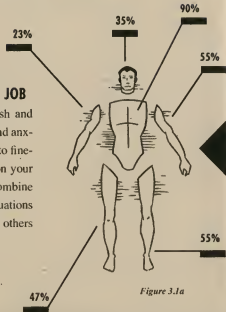


Figure 3.1a

A VAULT-TEC



PUBLICATION

## THE TOOLS OF SURVIVAL WILL BE HIDDEN IN PLAIN SIGHT

Commonplace items strewn through the Wasteland can be turned into weapons of destruction and tools for survival. Make yourself at home in abandoned buildings. Raid the liquor cabinets, cash registers, desks, dumpsters, vending machines, and lockers. Take the time you need. But don't dawdle and become an unwelcome houseguest.



Figure 3.1b

# THE UNAPPETIZING TRUTH



Figure 3.2a

## CONSIDER THE SOURCE OF YOUR FOOD

You may have heard rumors that the Wasteland will have no safe food or drink. This is so much bunk. Science shows fresh produce and safe water will be available. However, you will likely encounter the need to eat irradiated food like raw chunks of two-headed Brahmin meat. And, in your darkest of moments, when all options are spent, you may shamefully choose to eat the flesh of your own kind.

# EASY-TO-FOLLOW INSTRUCTIONS



CORNER  
**A**



  
**VAULT-TEC**  
DO-IT-YOURSELF SURVIVAL CUP

# DON'T LEARN THE HARD WAY

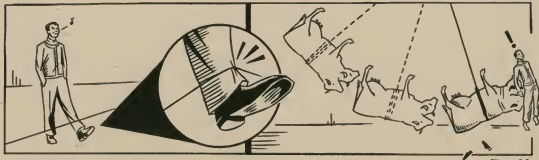


Figure 3.3a

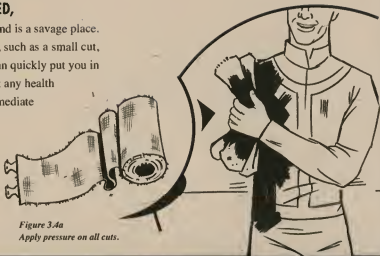
## THERE WILL BE HIDDEN DANGER

It is assured that you will encounter secret traps meant to snuff out your life. These insidious contraptions should be avoided. What may seem like a harmless item – a common toilet, box of ammunition, even a baby carriage – may in fact be a nefarious tool of harm. Once you have identified these pitfalls, take notice. You will often have the chance to use them against the very foes who set them.

# REGULAR CHECKUPS

## IF YOU BECOME ILL OR INJURED,

do not ignore the pain. The Wasteland is a savage place. An ailment that seems like nothing, such as a small cut, minor sprain, or low-grade fever, can quickly put you in dire peril. Make an effort to prevent any health problems from escalating. Take immediate action, no matter how drastic.



*Figure 3.4a*  
*Apply pressure on all cuts.*



## WEAPONS INDEX

---

### **SMALL ARMS**

*page 35*

10 MM PISTOL

HUNTING RIFLE

SAWED-OFF SHOTGUN

10 MM SUBMACHINE GUN

---

### **BIG GUNS**

*page 37*

FAT MAN

FLAMER

MINIGUN

MISSILE LAUNCHER

---

### **ENERGY WEAPONS**

*page 38*

PLASMA RIFLE

LASER RIFLE

MESMETRON

VDSG PRE VTB-003-101- SECTION 3.5

## MIND YOUR MECHANICS



*Figure 3.5a*

### **BANG! BANG!**

Many weapons will survive the nuclear event and can supply you with a plethora of defense choices. Remember, however, that years of decay will have altered many of these tools. You'll need to find the know-how necessary to repair and maintain any working weapons.

# SMALL★ARMS

10 MM PISTOL



HUNTING RIFLE



SAWED-OFF SHOTGUN



10 MM SUBMACHINE GUN



№ 4

HELPFUL HINT  
*from Vault Boy!*



DO YOU FEEL LUCKY?  
TAKE A SHOT.

# FAT MAN

*The Fat Man Tactical Nuclear Catapult is an effective and speedy method of dispatching enemies.*

MICRO-ATOMIC WARHEAD

LAUNCH COLLAR

RECOIL PAD

PSI GAUGE

TRIGGER

Figure 3.5b

# BIG GUNS

FAT MAN



FLAMER



MINIGUN



MISSILE LAUNCHER



No 5

HELPFUL HINT  
*from Vault Boy!*



FORGET AIMING.  
JUST SHOOT.

№ 6

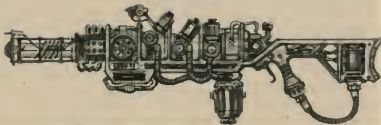
HELPFUL HINT  
*from Vault Boy!*



GEE WHIZ.  
TURN UP THE JUICE.

# ENERGY WEAPONS

PLASMA RIFLE



LASER RIFLE



MESMETRON



---

# **READ • REREAD • RELATE • RESPOND**

---

To truly comprehend this guide, you must study it, taking into account the context of your own experience.

---

## **ARE YOU PONDERING LEAVING THE VAULT?**

---

We strongly suggest against it. Reread this book several times. Imagine the bleak future that awaits.

## **ARE YOU ALREADY ABOVEGROUND?**

Panicked? Lonely? In need of medical attention?

Find the sections that correspond most closely to your current situation.

---

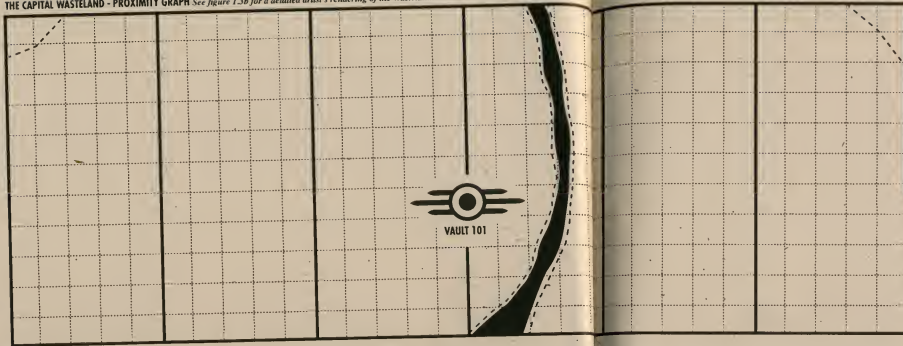
## **ARE YOU IN IMMEDIATE DANGER?**

---

You are beyond help. Drop this book and run.

### **PASSIVE CONTRACT VT107.29-Q**

The act of reading this document (either partially or in its entirety) is a non-verbal agreement between all Vault-Dwelling Parties and Vault-Tec Industries stating that Vault-Tec is not liable for any damages, injuries, or mental anguish inflicted during or after the perusal of the Vault Dweller's Survival Guide, Pocket Reference Edition. Vault Dwellers also agree to refrain from the reproduction, dissemination, or public interpretation of this guide. Furthermore, the availability of this material shall not be construed as approval for leaving the security of the vault. As stated within the Vault Dweller's Protection Agreement (in section 45.6b), "...no member of a vault community may leave the vault without the direct consent of a Vault Overseer or other Vault-Tec Official."



## LOCATIONS OF NOTE

### Key

Dangerous People



Doctor



Good Water



Hiding Place



Hostile Creatures



Safe Food



Shelter



Supplies



Unsafe Terrain



# NOTES



This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the paper.[illegible]